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ELECTRONIC

Double Dragon 3™ The Rosetta Stone

LCD VIDEO GAME

1 THE DOUBLE DRAGON™ STORY

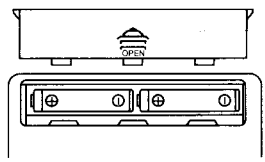
The legend continues! A year ago, you and Jimmy accomplished what no one before you had ever been able to do. In Double Dragon 2, you invaded the super-complex of the Black Shadow Warriors. You fought your way—kick by kick, punch by punch—to their inner chambers, where Sensei lived within their own evil.

You confronted the Black Shadow mastermind and won. But now, you and Jimmy's brother—Billy—must embark on an adventure more dangerous, and more deadly, than anything you have ever experienced before.

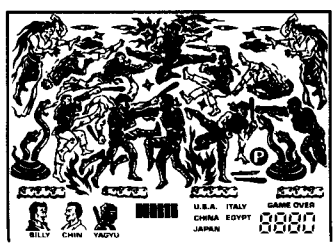
You and Billy Lee will travel to the ends of the earth—from the USA to China, Japan, and Italy, and finally to Egypt, where modern life began. But will Egypt be your cradle of civilization or your crypt of destruction? No one knows for sure—but you are about to find out!

2 INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.
Do not use rechargeable batteries.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as in the diagram below.



3 CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Clean only with a piece of soft dry cloth.

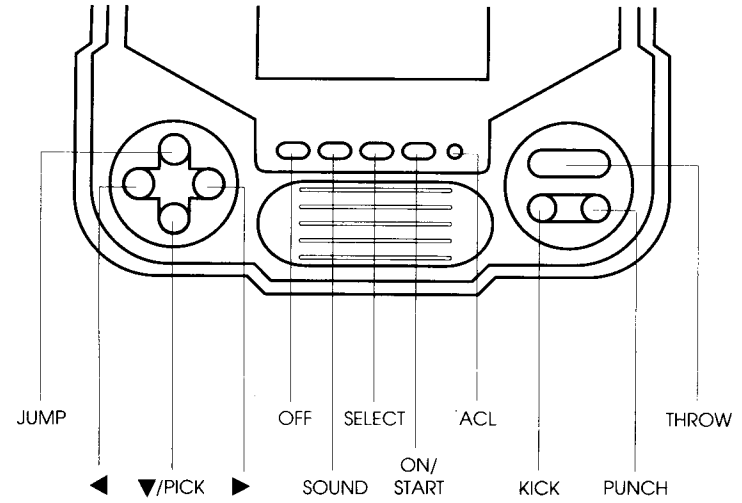
Replace batteries at the first sign of erratic operation.

4 THE OBJECT OF THE GAME

You will travel the globe (if you live long enough) through 5 stages of the most grueling and vicious attacks imaginable. It will require every ounce of your martial arts skill to survive.

To WIN the game, travel through all 5 stages without losing all your chances—destroying your enemies before they can destroy you! You are given 3 chances per game.

5 CONTROL GUIDE



ON/START	—To turn ON the unit.
	—To START the game.
	—To start each STAGE.
SELECT	—To select fighter (missions 3, 4, and 5 only). BILLY/ CHIN/ YAGYU
SOUND	—To control sound: on or off.
OFF	—To turn OFF the unit.
PUNCH	—To PUNCH.
	—To attack with picked weapon.
	—To attack your enemies on the top RIGHT-hand corner with picked weapon or default weapons during "JUMP UP".
THROW	—To attack with OVERHEAD COLLAR THROW.
KICK	—To HURRICANE KICK.
	—To SWING KICK after JUMPING UP. (Billy only)
	—To attack your enemies on the top LEFT-hand corner with picked weapon or default weapons during "JUMP UP".
JUMP	—To JUMP UP.
	—To KICK in the direction in which you JUMP (by default).
"▶"	—To move forward (if no enemy is blocking).
"◀"	—To move to back position (if no enemy is blocking).
▼/PICK	—To pick up enemy weapon.
	—To jump down immediately after jumping up.
	—To pick up BONUS.

6 FEATURES

—5 stages of world-wide travel and trouble
—selection from 3 martial arts warriors
—sticks, knives and Ninja blade
—built-in sound
—sound on/off control
—maximum score retained
—built-in auto power-off timer

7 GAME SUMMARY

You and Billy Lee must travel through 5 stages of epic martial arts battle. Each stage represents a different global location—USA, China, Japan, Italy, and Egypt!

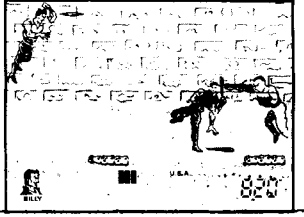
Each stage requires punching, kicking, and throwing your way to victory. When an enemy drops a weapon, you can pick it up and use it for your own advantage!

You will encounter many savage enemies, including Chin and Yagyu. If and when you defeat them, you will be able to have them fight on your side in later stages!

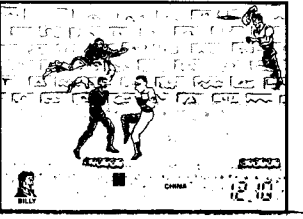
You will be rewarded with points each time you defeat an enemy! You begin with 3 chances and a full energy bar. But each time an enemy successfully attacks you, you will lose an energy bar.

If you ever lose all 3 chances on any stage, the GAME IS OVER! When you complete a stage within your 3 chances, you will also score BONUS POINTS for every unit left on your energy bar! You begin each stage restored to full energy.

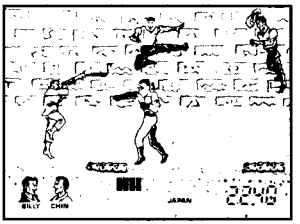
You WIN the game when you complete your odyssey by battling your way through stage 5 in the deserts of Egypt!



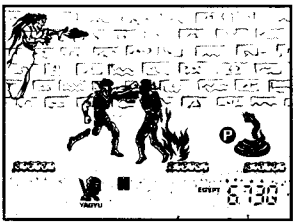
Press the PICK button when an enemy drops a weapon to use yourself. So pick up bonus points when the "P" appears.



Defeat Chin in China (stage 2). Then you can press SELECT button and choose him as your fighter in any of following stages!



Defeat Yagyu in Japan (stage 3). Then you can press SELECT button and choose him as your fighter in any of following stages!



Finish your mission (each stage) before you run out of energy! Score 50 BONUS POINTS for each unit left on your energy bar!

8 HOW TO PLAY

Press the ON/START button to turn on the unit. You'll hear an "On" beep, the maximum score and Mission "1" are displayed.

Press the ON/START button again and the game begins in Mission 1: in the USA! You begin with zero score.

You will score points by using your martial arts techniques to defeat your enemies, including:

WHITE FIGHTER

FINEST FIGHTER (with Scissor Kick)

SAMURAI SWORDSMAN

BLACK KNIGHT (throwing weapons)

FEMALE WARRIOR

SHADOW WARRIOR

CHIN (punching)

YAGYU
(using Hurricane Kick)

MUMMY

EVIL SNAKES
TURNING INTO A WOMAN!

As the chart suggests, you will face different enemies in each mission stage:

MISSION	**1**	**2**	**3**	**4**	**5**
CHARACTER CHOICE	BILLY	BILLY	BILLY CHIN	BILLY CHIN YAGYU	BILLY CHIN YAGYU
ENEMY WARRIORS:					
WHITE FIGHTER	5	5	-	-	-
FINEST FIGHTER	-	5	-	-	-
WHITE FIGHTER(W/WEAPON)	-	5	5	10	10
SAMURAI SWORDSMAN	5	5	10	10	10
BLACK KNIGHT	-	1	5	10	10
SHADOW WARRIOR	1	-	-	-	-
CHIN	-	1	-	-	-
YAGYU	-	-	1	-	-
MUMMIES	-	-	-	1	10
EVIL SNAKE/WOMAN	-	-	-	-	1

In Mission 1 (USA), you will fight against enemy warriors in the home country of Billy Lee!

In Mission 2 (CHINA), you will encounter Chin, the Chinese Kung-Fu fighter!

In Mission 3 (JAPAN), you will face Yagyu, the fearsome Japanese Ninja fighter. Since you beat Chin on stage 2, you can press the SELECT button to fight with either Billy or Chin on stages 3, 4, and 5!

In Mission 4 (ITALY), since you beat Yagyu on stage 3, you can press the SELECT button to fight with either Billy, Chin, or Yagyu on stages 4 and 5!

In Mission 5 (EGYPT), if you have survived this long, you have a chance to complete your quest. Complete stage 5, and you WIN the game!

Basic Fighting Techniques:
PUNCH. Press PUNCH to punch; to attack an enemy with a weapon you have picked up; to attack enemies on the top RIGHT hand corner with the picked weapon or the default weapons.

HURRICANE KICK (FRONT KICK). Press KICK.

SIDE KICK (BACK KICK). Press KICK.

SWING KICK. Press JUMP. Then press KICK. (Used only by Billy!)

You also press KICK to attack enemies on the top LEFT hand corner with the picked weapon or the default weapons.

OVERHEAD COLLAR THROW. Press THROW.
PICKING WEAPONS. When an enemy drops a weapon, press the PICK button to pick it up and use it yourself! You can pick up STICKS and KNIFES!

PICKING UP THE BONUS. A "P" will randomly appear on screen. When it does, go for it! JUMP to the front position and then press PICK to pick up the bonus! The bonus will refill your energy bar to full!

The Power of Selection:
On stage 3, you can press the SELECT button to fight with either Billy or Chin. On stages 4 and 5, you can press the SELECT button to fight with either Billy, Chin, or Yagyu. So which fighter is the best choice? There is no best—each fighter has his own special skills!

TECHNIQUE/POWER	BILLY	CHIN	YAGYU
PUNCH	YES	YES	YES
HURRICANE KICK	YES	YES	YES
SIDE KICK	YES	YES	YES
SWING KICK	YES	NO	NO
OVERHEAD COLLAR THROW	YES	YES	YES
DEFAULT NINJA BLADE	NO	NO	YES
DEFAULT KNIFE	NO	YES	NO

Scoring:
Each time you use your martial arts skill to defeat an enemy, you score points! Scoring varies, depending on the skill and savageness of your enemy:

ENEMY WARRIOR	SCORE
WHITE FIGHTER	20
FINEST FIGHTER	20
WHITE FIGHTER (WITH WEAPON)	20
SAMURAI SWORDSMAN	20
BLACK KNIGHT	30
SHADOW WARRIOR	100
CHIN	100
YAGYU	100
MUMMIES	100
MAGIC WOMAN (EVIL SNAKE)	100

You'll also score bonus points if you finish a mission before you run out of the energy bar. You score 50 points for every unit left on the energy bar at the end of a mission!

BONUS	SCORE
EACH UNIT OF ENERGY BAR	50

Chances:
You begin each game with 3 chances and your energy bar. Each time an enemy successfully attacks you, you lose power from your energy bar. When your energy bar drops to zero, you lose a chance.

If you lose all 3 of your chances on any mission, the GAME IS OVER. Fortunately for you, you are restored to full energy at the beginning of each stage!

The game pauses after each mission. Press the ON/START button when you're ready to begin the next mission!

Press the SOUND button if you ever wish to fight in silence. Press it again to regain all the sounds of your martial arts glory!

After a GAME OVER, press the ON/START button to start a new game.

When you're finished playing, press the OFF button to turn off your unit. But don't worry if you forget—the unit automatically shuts itself off after about 3 minutes of nonaction!

Now your challenge is clear. Help Billy travel to the ends of the earth to rid the world of the evils that lurk!

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